



ALL IN

13+
TEEN **22**

LEGACY
589

GREEN LANTERN



LET
MAY
100

ADAMS
XERMÁNICO
FAJARDO JR.

A NEW POWER RISES. A NEW MISSION BEGINS.

THE POWER COMPANY *RECHARGED*



ALL IN

© & TM DC.



**JOSHUA POWER'S SUPER-TEAM
IS BACK IN BUSINESS!**

From writer **BRYAN EDWARD HILL**
and artists **KHARY RANDOLPH**
ALITHA MARTINEZ
RAY-ANTHONY HEIGHT
Cover art by **EDWIN GALMON**

**ON SALE
APRIL**

**D.E.O. HEADQUARTERS.
PLANET EARTH.**

YOU'VE COME
AT THE RIGHT TIME,
GREEN LANTERN.

AT LAST, I,
HECTOR HAMMOND,
HAVE OBTAINED THE
POWER I SO RICHLY
DESERVE... THE
POWER TO FINALLY
KILL YOU!

#&%&.

HIGHWAY TO HELL

WRITER: JEREMY ADAMS ARTIST AND COVER ARTIST: XERMÁNICO COLORIST: ROMULO FAJARDO JR. LETTERER: DAVE SHARPE
VARIANT COVER ARTISTS: MIGUEL MERCADO, LUCIO PARRILLO, MARK SPEARS ASSISTANT EDITOR: JILLIAN GRANT EDITOR: PAUL KAMINSKI
SUPERBOY CREATED BY JERRY SIEGEL. BY SPECIAL ARRANGEMENT WITH THE JERRY SIEGEL FAMILY.



HECTOR HAMMOND.
A GRADE-A PAIN IN
MY GREEN REAR.

BONES ASSURED ME
HE WENT STRAIGHT, AND OF
COURSE I DIDN'T BELIEVE
IT, BECAUSE...WELL...
HE'S HECTOR. LOOKS LIKE
I WAS RIGHT...AGAIN.





CAROL IS REALLY GETTING THE HANG OF THIS. AFTER SHE TOOK ON THE AVATAR OF LOVE...THE PREDATOR...SHE WONDERED IF SHE EVER REALLY HAD THE POWER AND TENACITY FOR THIS HERO THING. I THINK WE HAVE OUR ANSWER.



YOU THINK YOUR TOYS OF LIGHT WILL STOP ME? SO YOU CAN CHANGE ME BACK? TAKE AWAY WHAT MADE ME SPECIAL? YOU FOOLS! I HAVE CHANGED...

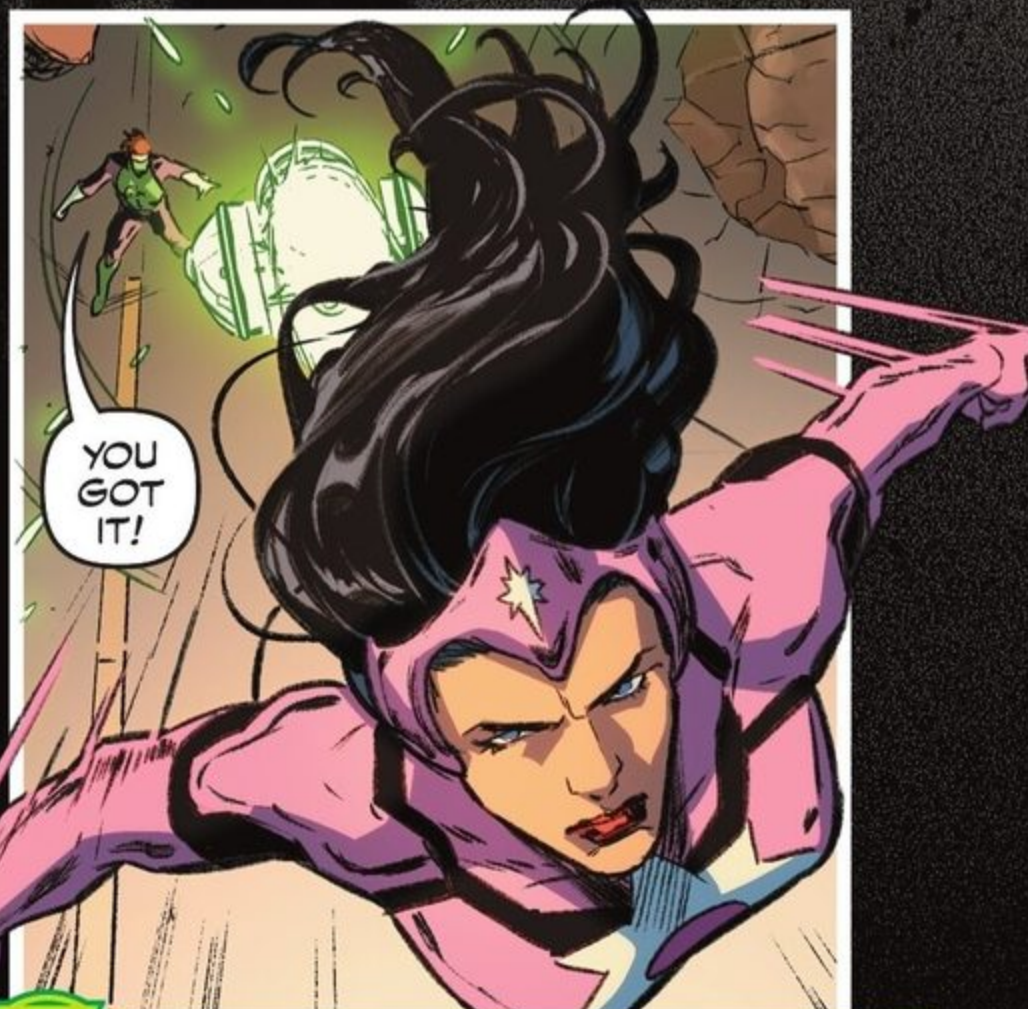
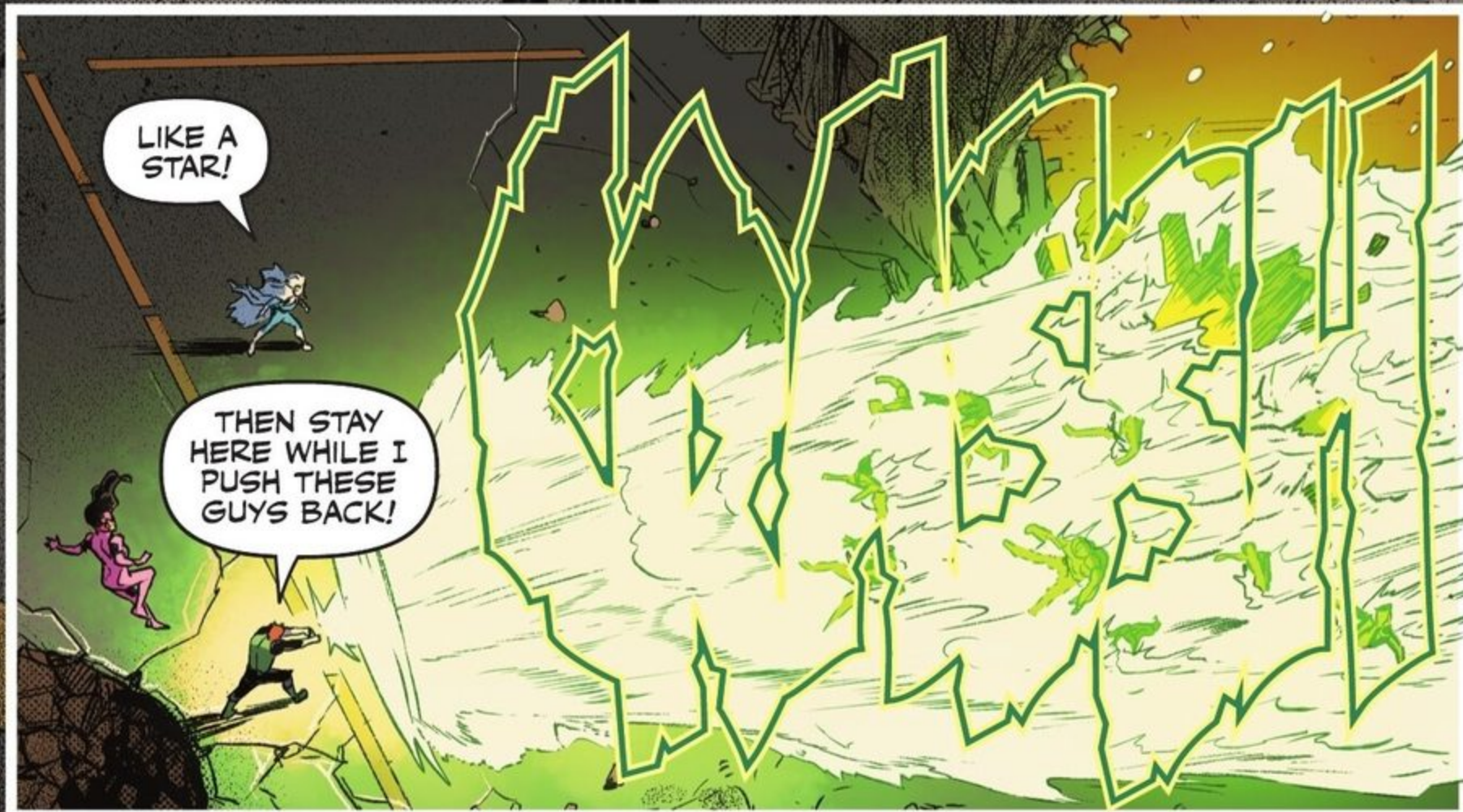


MY POWERS ARE MORE THAN MOVING OBJECTS WITH MY MIND...



AND ALTHOUGH YOUR WILL MAY BE TOO STRONG TO CONTROL, THERE ARE THOSE THAT ARE MORE...SIMPLE-MINDED.

SAY HELLO TO MY COWORKERS. SAY HELLO TO...



TACTICAL 42. A WAY TO SLINGSHOT BEHIND THE ENEMY...AS LONG AS DOVE CAN GIVE US THE MUCH-NEEDED...



...DISTRACTION!

AHHH! MY EYES!

FWASSHHH



YOU FOOLS, I DON'T NEED MY EYES TO DESTROY YOU. I JUST NEED MY...

...BRAIN... ALL I NEED... IS...



...LOVE...



TO LOVE...LOVE IS THE ANSWER.

HOW LONG WILL THAT LAST?

NO IDEA. I'VE NEVER TRIED TO INFUSE THE POWER OF LOVE INTO A SUPER-VILLAIN'S MIND.



SMACK!



DID YOU HAVE TO HIT HIM?

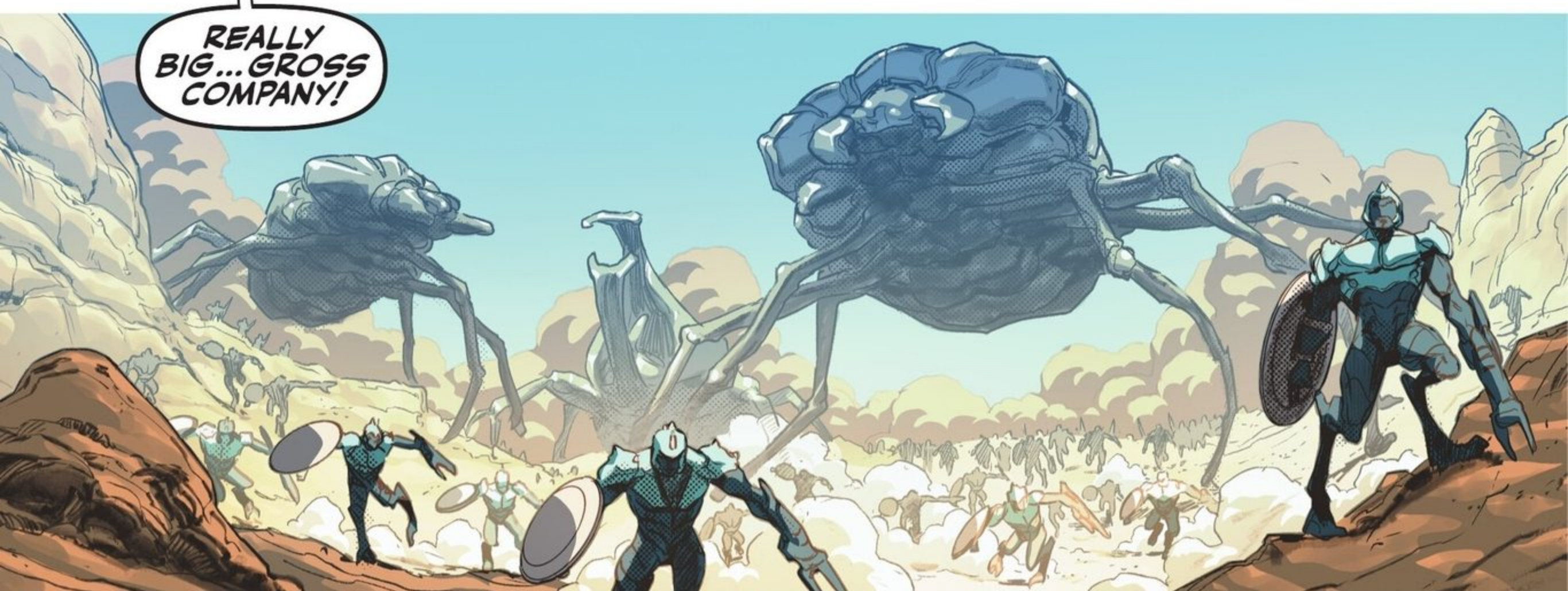
NO... I DIDN'T HAVE TO.

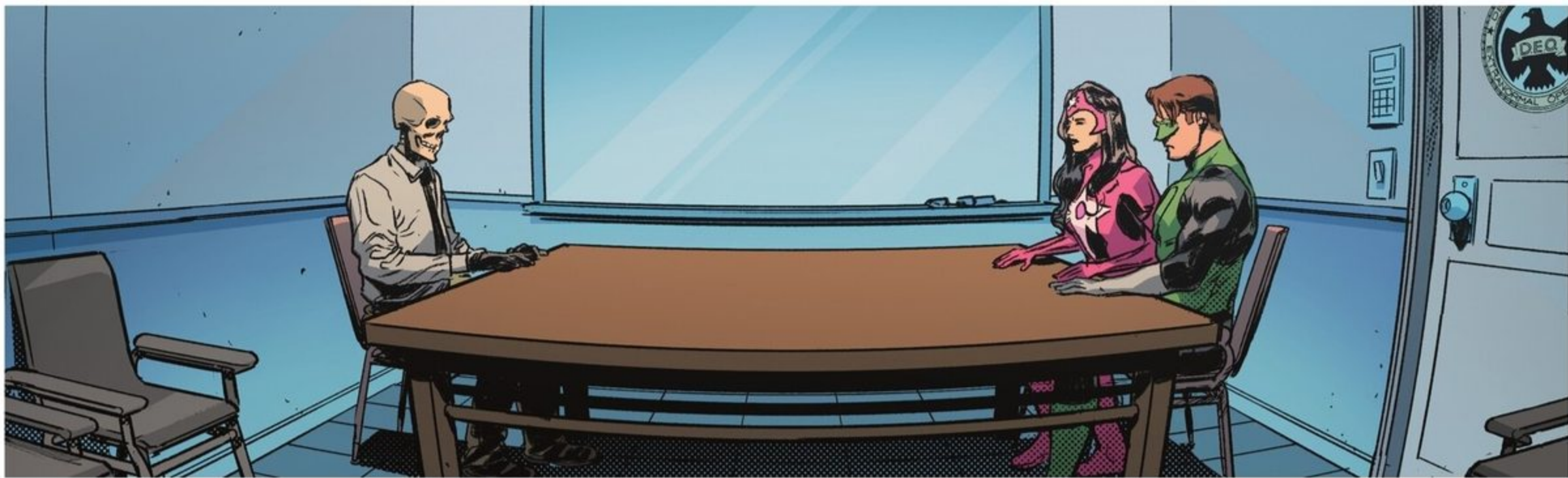
GREEN LANTERN.

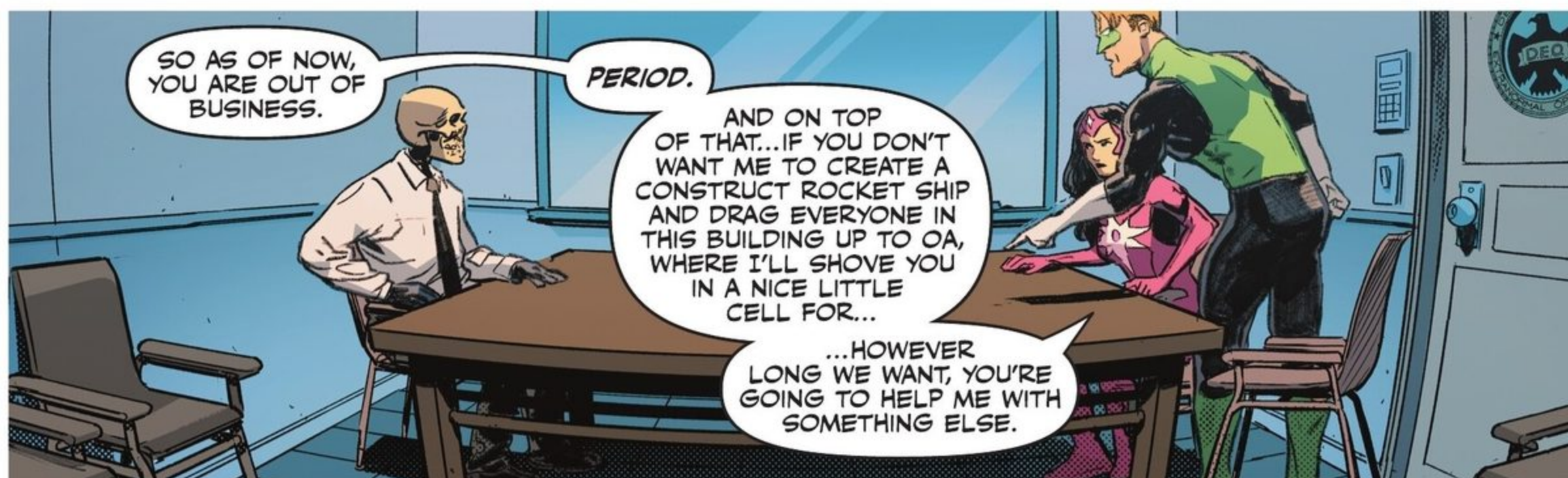


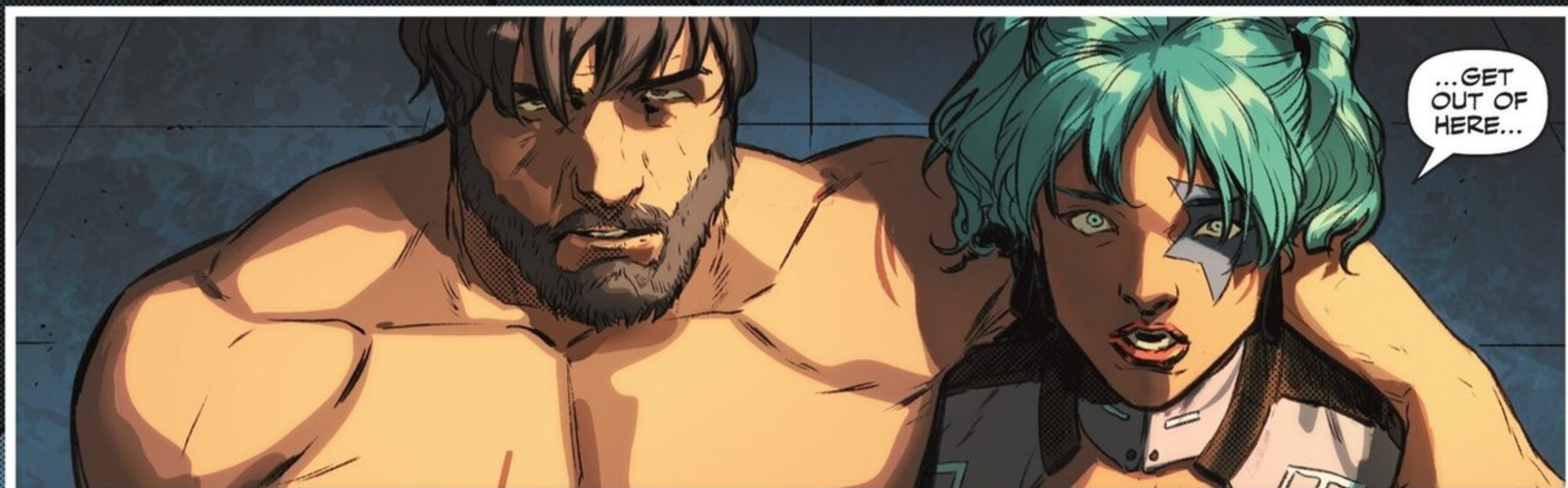
WE SHOULD TALK.

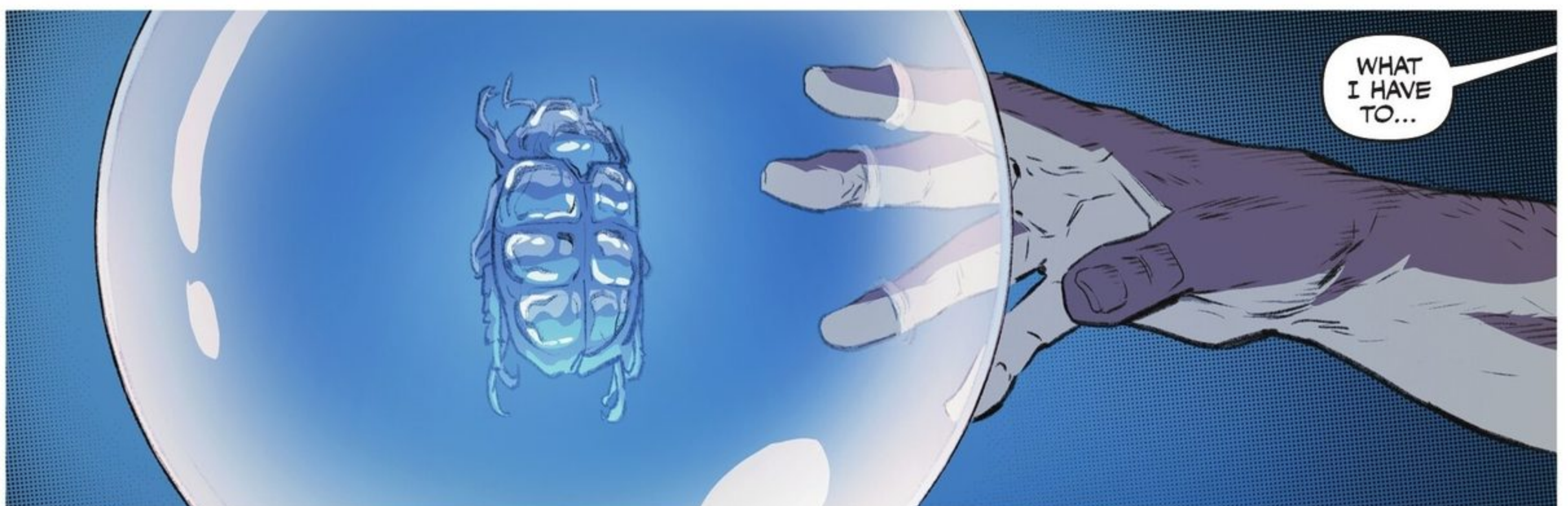












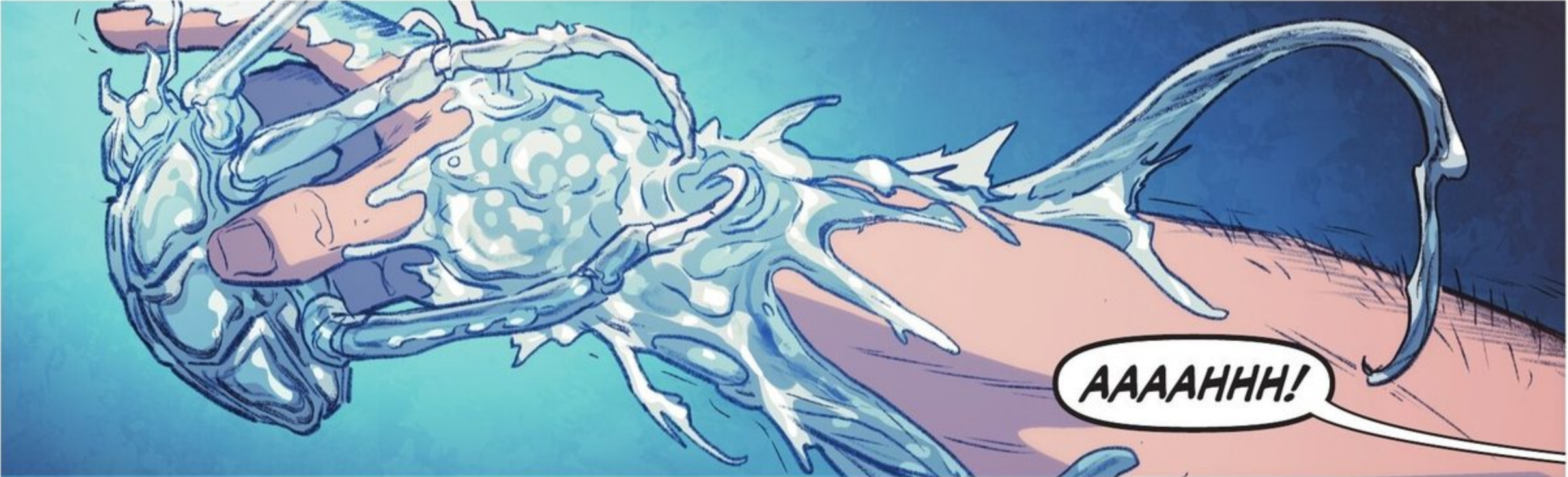


KHAJI
SHA!



AAAGHHH!

CRUNCH!



AAAAHHH!



AAAAHHHHH!



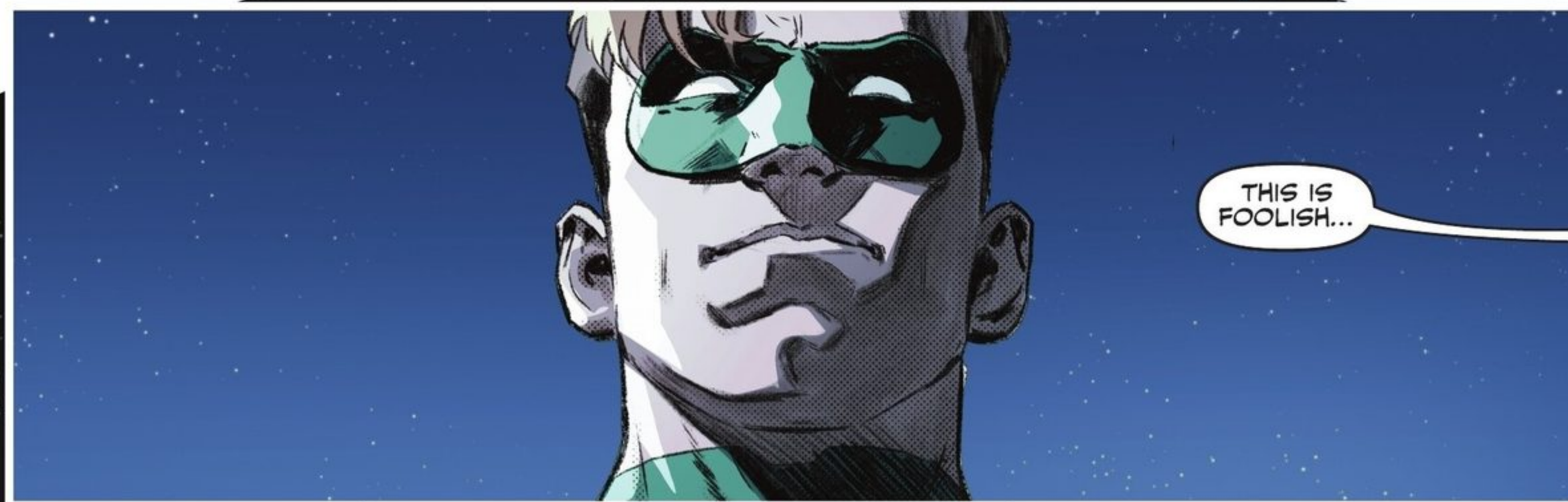
I THINK
I'M GOING TO
BE SICK...



...JUST
CALL ME
THE

SILVER SCARAB

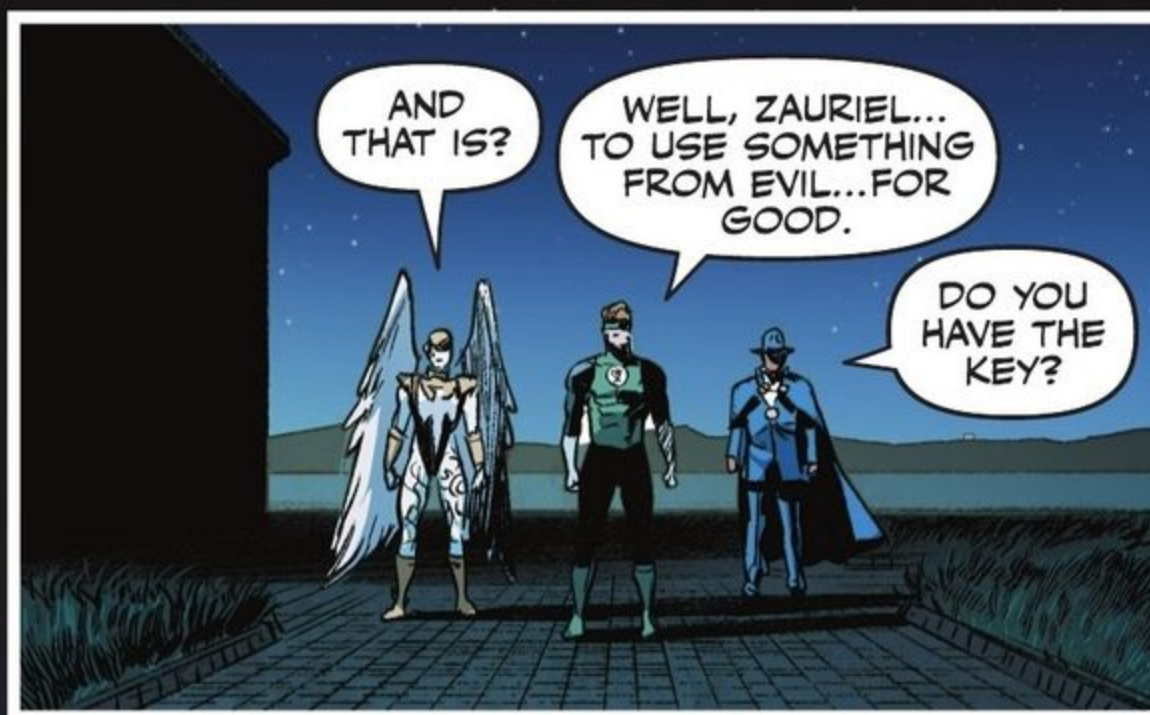




THIS IS FOOLISH...



YOU'RE NOT WRONG, PHANTOM STRANGER...BUT A MAN'S GOTTA DO... WHAT A MAN'S GOTTA DO.



AND THAT IS?

WELL, ZAURIEL... TO USE SOMETHING FROM EVIL...FOR GOOD.

DO YOU HAVE THE KEY?



YUP. ONE KEY TO HELL, COURTESY OF THE U.S. GOVERNMENT.

ST. PATRICK'S PURGATORY-- IRELAND.*

*LOOK IT UP! --JA







THEN
WELCOME TO YOUR
**TOUR OF
HELL!**



STARBREAKER HAS
TOLD ME WHAT AWAITS
THROUGH THESE DOORS.



THE PAIN AND
SUFFERING.



THE
SORROW...



THAT IS WHY I AM TO
GO...TO RETRIEVE THE
OBJECTS THAT WILL
STOP MY SADNESS.



TO STOP
EVERYONE'S...



NOT FAR...

WHICH WAY?

I SENSE SOMETHING... SOMETHING STRANGE.



YOU THINK?
WE'RE IN *HELL*!
WHAT ELSE
WOULD YOU HAVE
SENSED?



I CAN'T BELIEVE IT...



I HAVEN'T SEEN A *FRIENDLY* FACE DOWN HERE IN *FOREVER*!



YA GOTTA BE KIDDING ME...

...G'NORTZ!

HAL!
IT'S BEEN
TOO LONG! HOW
YA DOIN'?



**NEXT! THE FIGHT
HAL JORDAN
NEVER SAW COMING!**

**GREEN
LANTERN
VS. THE
SPECTRE!**

**THE BIRTH OF THE ABSOLUTE UNIVERSE, AND
AN ALL-NEW ERA OF THE DC UNIVERSE!**



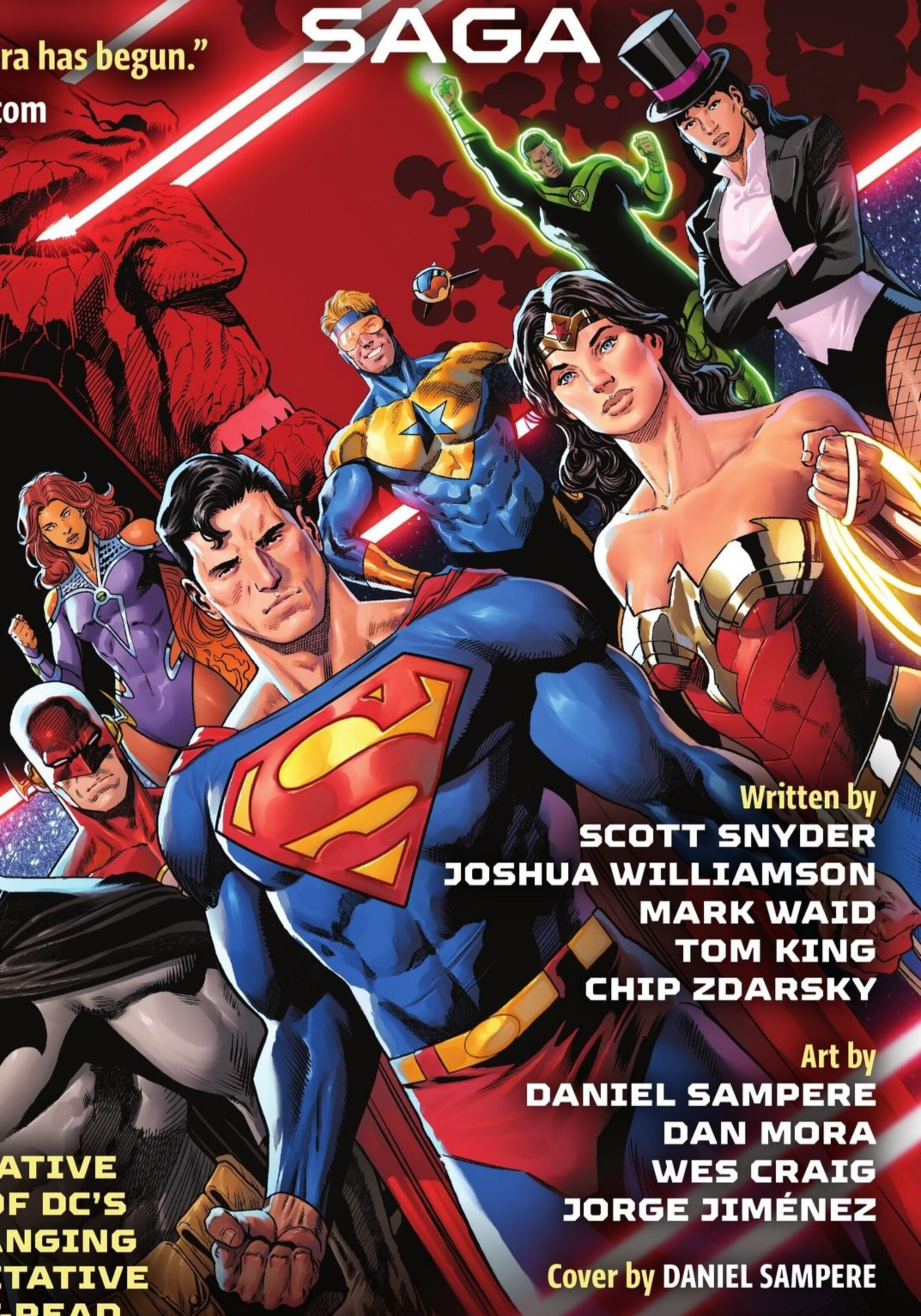
ALL IN

"An epic new era has begun."

—ComicBook.com

SAGA

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**THE FORMATIVE
STORIES OF DC'S
GAME-CHANGING
ALL IN INITIATIVE
IN A MUST-READ
COLLECTED EDITION!**

APRIL



NATION

SPOTLIGHT ON

WE ARE YESTERDAY

INTERVIEW WITH MARK WAID

The past and present collide in “We Are Yesterday,” the first major DC All In crossover! Legendary writer Mark Waid takes us behind the scenes of this six-part event, teasing the rise of the Legion of Doom and his ongoing collaboration with superstar artist Dan Mora.



Can you share some details about the origin of this crossover and how it's possible to bring the *Justice League Unlimited* and *World's Finest* timelines together?

It all started with the idea of bridging the modern-day *Justice League Unlimited* book (with artist Travis Moore for JLU #6 and #7) and the not-too-distant past of *Batman/Superman: World's Finest* (with artist Clayton Henry for #38 and #39) for the first time in a big way. We wanted to do something special—something that would set up major DCU storylines for the year—so we came up with a cross-time adventure where the Legion of Doom from the past makes their way into the present, forcing our heroes to deal with the consequences of their arrival.

Dan Mora also created stunning panoramic connecting covers for the entire crossover. Since he wasn't drawing the first five chapters, I wanted to make sure he had the chance to draw the finale—so we made it longer.

That final chapter is especially exciting because by that point the Justice League has been scattered across time.

In the end, we make the League truly unlimited, giving them access to every era of the DC Universe—from the ancient days of Anthro to the far future of the Legion of Super-Heroes.

How did you bring the classic Legion of Doom into current continuity?

The story kicks off with Gorilla Grodd having an epiphany in the wake of Darkseid's destruction in the *DC All In Special*. He realizes this is his chance to make a big splash, but to truly take over the world, he needs his old comrades—the Legion of Doom. The problem? The Justice League Unlimited now runs the show, and many of his former allies are no longer in play. Luthor is reformed, Sinestro is playing nice with the Green Lantern Corps, and others have moved on. So Grodd hatches a plan to travel back in time, grab the classic Legion of Doom from the past, and bring them into the present.

I also have to give credit to Dan Mora for helping shape the Legion's lineup. I wasn't sure who I wanted on the team until my editor, Paul Kaminski, showed me Dan's cover. I took one look and thought, perfect! Those are our villains.

What's it been like working with Dan Mora on *Justice League Unlimited* and *World's Finest*?

My favorite thing about working with Dan is his fearlessness—he's willing to draw anything and everything. As a writer, I sometimes censor myself, thinking, I shouldn't ask the artist to draw something this big, or this panel has way too many characters, but Dan pulls it all off beautifully.

He also has an incredible ability to modernize classic DC characters while staying true to their original designs. I'll send him reference images from the 1950s and '60s, expecting him to update them completely, but instead, he keeps their essence intact—somehow making even the most old-fashioned costumes feel fresh and dynamic.

DON'T MISS JUSTICE LEAGUE UNLIMITED AND BATMAN/SUPERMAN: WORLD'S FINEST, ON SALE MONTHLY!

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The Last Kryptonian-DCP

